

Sega is registered in the U.S. Patent and Trademark Office. Sega Saturn is a trademark of SEGA. Die Hard is a trademark of Twentieth Century Fox Film Corporation. © Twentieth Century Fox, 1996, 1997. All rights reserved. This game is licensed by Sega for home play on the Sega Saturn system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©1997 SEGA, P.O. Box 9997, Redwood City, CA 94063. Made in Japan and printed in the U.S.A. All rights reserved.

SEGA®

A SEGA SATURN EXCLUSIVE



# FIGHTERS MEGAMIX™

SEGA SATURN™



"the ultimate team-up-Fighting Vipers and Virtua Fighter 2™"  
- Game Informer



81073

## WARNINGS

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

#### EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

#### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

#### HANDLING YOUR COMPACT DISC

- ☐ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.


## ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Visit Sega's Internet Sites at:

web site: <http://www.sega.com>  
email: [webmaster@sega.com](mailto:webmaster@sega.com)  
CompuServe: GO SEGA

**1-900-200-SEGA**



**Learn SEGA game secrets from the masters. Call Now.**

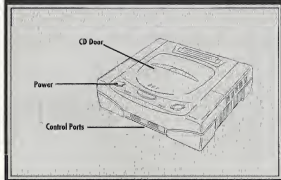
U.S.: 1-900-200-SEGA \$95/min (recorded), \$1.50/min (live). Must be 18 or have parental permission. TDD phone required. Sega of America. Canada: 1-900-451-5252 US \$1.50/min (recorded/live).

For French Instructions, please call:  
Instructions en français, téléphoner au: 1-800-872-7342

## TABLE OF CONTENTS

Quick Start	2
Take Control	3
Starting the Game	4
Fighting Modes	5
Records	14
Options	15
The Commands	16
Moves	17
Credits	40

## Your Sega Saturn



1. Set up your Sega Saturn™ system by following the instructions in the Sega Saturn instruction manual. Plug in Control Pad 1 (Sega Saturn Control Pad™ or Sega Saturn 3D Control Pad™). For 2-player games, plug in Control Pad 2 also.
2. **Note:** *Fighters Megamix™* is for one or more players.
3. Place the *Fighters Megamix™* disc, label side up, in the well of the CD tray and close the lid.
4. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
5. If you wish to stop a game in progress and return to the onscreen Control Panel, simultaneously press Buttons A, B, C and Start on the Control Pad. When the Title screen appears, press again to access the Control Panel.
5. To reach the System Settings control panel, hold down the right or left shift button (Button L or R) while pressing the Reset button on the Sega Saturn console.

**Important:** Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

## Quick Start

Can't wait to jump into the action? Here are some quick tips to get you where you want to go. Press Start from the *Fighters Megamix* Title screen to enter Mode Select. In Mode Select, select one of the following modes:

<b>1P Mode</b>	Fight against the CPU in one of several battle courses (see pp. 5-6)
<b>Survival Mode</b>	See how many opponents you can flatten before time runs out (see pp. 7-8)
<b>VS Mode</b>	Play against a friend or the CPU (see pp. 9-10)
<b>Team Battle Mode</b>	Pick teams and fight in elimination team play versus the CPU or a friend (see pp. 11-12)
<b>Training Mode</b>	Work on your moves against a practice dummy (see pp. 13-14)
<b>Records</b>	View the best records for 1P and Survival Mode (see p. 14)
<b>Options</b>	Change the configurations for several aspects of play, or sample sounds heard in the game (see pp. 15-16)

The default key commands for the Control Pad in the fighting modes are:

<b>D-Pad</b>	Control direction and movement	<b>Button X</b>	<b>P+D</b>
<b>Start</b>	Pause/restart game	<b>Button Y</b>	<b>K+D</b>
<b>Button A</b>	[D]efense	<b>Button Z</b>	<b>P+K+D</b>
<b>Button B</b>	[P]unch	<b>Button L/R</b>	Escape
<b>Button C</b>	[K]ick		

### A Note on the Megamix System

*Fighters Megamix* is a hybrid game incorporating some of the most popular features of both the *Virtua Fighter 2* and *Fighting Vipers* fighting styles, with some new tricks from *Virtua Fighter 3* thrown into the mix. Some of the things to watch out for:

**Body Armor** The Fighting Vipers are wopped up nice and tight in protective armor. The armor can be destroyed, but only with certain attacks. When they lose their armor, the Vipers are more vulnerable and exposed. (And more likely to catch a cold.)

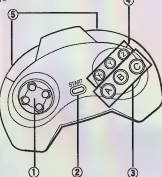
**Walls/No Walls** There are two kinds of stages in *Fighters Megamix* — those with walls and those without. The *Virtua Fighters* may feel more comfortable with the borderless freedom of No Wall stages (especially now that there's no Ring Out). Vipers, on the other hand, are accustomed to the nowhere-to-run environments of a cozy razor-wire cage or in a condy glass elevator on the 70th floor.

**Escape** Straight from the ROM of *Virtua Fighter 3*™, the hottest arcade fighting game around, the Escape command adds a new dimension (the third) to every fighter's range of motion. Step aside from a charging foe and let the physics of momentum work its magic.

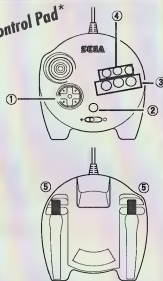
Each fighting mode has a slightly different set of rules and conditions, but the objective is essentially the same: knock your opponent's Life Gauge down to zero before losing your own Life or running out of time. See the sections relating to each individual fighting mode for details.

## Take Control

### Control Pad



### 3D Control Pad\*



\*Note: The 3D Control Pad can be used in the + Mode. It functions the same as the Control Pad.

①	<b>D-Pad</b>	Control fighter direction and movement
②	<b>Start</b>	Pause/restart game
③	<b>Button A</b>	[D]efense
③	<b>Button B</b>	[P]unch
③	<b>Button C</b>	[K]ick
④	<b>Button X</b>	<b>P+D</b>
④	<b>Button Y</b>	<b>K+D</b>
④	<b>Button Z</b>	<b>P+K+D</b>
⑤	<b>Button L/R</b>	Escape



See The Commands section on pages 16-17 for a description of the fighting moves.

**Note:** The Controls can be re-configured in Key Config (see p. 16).

Press Buttons A, B, C and Start simultaneously from any point in the game to return to the Title screen.

## Starting the Game

### Title Screen



The *Fighters Megamix* Title screen appears following the Sega and AM2 logos. Watch the animated sequence that follows, or press Start to move forward to Mode Select. In Mode Select, press the D-Pad UP/DOWN to highlight modes and Button A or C to select the highlighted mode.



## Consider Your Choices...

### 1P Mode

1P Mode allows you to select a fighter and fight your way through preset courses of opponents. See pages 5-6 for details.

### Survival Mode

In Survival Mode, the object is to defeat as many opponents as possible within the time allotted. See pages 7-8 for details.

### VS Mode

You can play individual matches against the CPU, or another human-controlled fighter in VS Mode. See pages 9-10 for details.

### Team Battle Mode

Team Battle Mode lets you create a team of fighters to pit against a CPU-controlled team, or one controlled by another player. See pages 11-12 for details.

### Training Mode

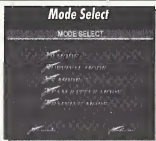
Hone your skills by practicing all of the moves for any fighter against a CPU-controlled dummy. See pages 13-14 for details.

### Records

Check out the records for 1P Mode course clear times and Survival Mode wins. See page 14 for details.

### Options

In Options, you can adjust several gameplay settings, reconfigure the Control Pad and sample the sounds heard throughout *Fighters Megamix*. See pages 15-16 for details.



## Fighting Modes

### 1P Mode

1P Mode is for one player only. A second player cannot join in during 1P Mode play. When you select 1P Mode in the Mode Select screen, the Fighter Select screen appears. When you first start playing *Fighters Megamix*, some fighters are hidden and can't be selected. These secret characters appear as you make progress in the game and fulfill certain conditions.

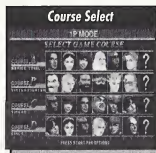


### 1P Mode Fighter Select

Press the D-Pad in any direction to highlight the fighter you wish to use, and Button A, C, X or Z to select the fighter. Press Start to access the 1P Mode Options screen. (See Options on page 15 for info on the 1P Mode Options.) Press Button Y to return to Mode Select.

### Course Select

After you select a fighter, the Select Game Course screen appears. Each course features seven opponents. At the beginning of the game, there are four courses to choose from. More appear as you successfully clear the original courses. Highlight courses by pressing the D-Pad UP or DOWN. Press Button A or C to select the course. Press Start to access the 1P Mode Options screen (see page 15). Press Button B to return to the Player Select screen. Press Button Y to return to Mode Select.



### How to Win

In each 1P Mode course, you face a series of fighters that you must defeat in order to clear the course. Each match is a best of three contest (see page 15 for how to change the Match Point). You win rounds either by reducing your opponent's Life Gauge to zero, or by having more Life than your opponent remaining when time expires. Each fight takes place in the Stage Setting corresponding to your opponent.



### The 1P Mode Ring

- Armor Gauge\*** The condition of armor (for fighters wearing it). Green indicates the armor is intact. Red indicates the armor has been destroyed. Ow! — *That had to hurt.*
- Life Gauge** The amount of Life remaining to the fighter. When it comes to Life Gauges, bigger is definitely better.
- Wins** The number of rounds won by the fighter in the current match.
- Number of Rounds** The number of rounds needed to win the match.
- Time Remaining** The number of seconds till the fat lady sings.
- Total Time** The total amount of time your fighter has managed to slug it out so far.
- Stage Number** Self-explanatory.

\*A note about the **Armor Gauge**: This gauge only appears for fighters wearing armor. When a fighter who was wearing armor loses it that fighter becomes more vulnerable to damage. Fighters who don't wear armor have a single, unchanging defensive rating.

### Pause

Press Start to pause a fight in progress. The Pause Options menu appears. Press the D-Pad UP/DOWN to scroll through the options, and Button A, C or Start to select.



#### Game Over

When your fighter loses a match (as happens to the best of 'em), the scary *You Lost* message appears. But wait, you still have the option of continuing! Press Start to resume play from the beginning of the match you just got whopped in. Or, if the competition was just too tough, let the countdown timer expire to see the *Game Over* message, with all that it implies.



#### Name Entry

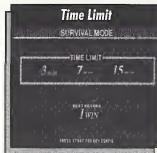
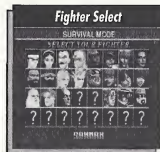
You must be pretty good if you got this far. You probably don't even need to be told that you can enter your initials by pressing the D-Pad LEFT/RIGHT to scroll through the characters and Button A or C to select. Pressing Button B deletes a character, just like selecting the back arrow.

## Survival Mode

Survival Mode is a one-player only mode where you fight against the clock. A second player cannot join a Survival Mode game. The object is to defeat as many CPU-controlled opponents as possible in the time allotted. Your fighter does not recover Life between matches, so a good defense becomes critical, especially when you try a long time limit game.

### Survival Mode Fighter Select

When you select Survival Mode from the Mode Select screen, the Fighter Select screen appears. Select your fighter as in the 1P Mode Fighter Select screen (see page 5). Press Start to access the Key Config screen (see page 16) for info on Key Config).



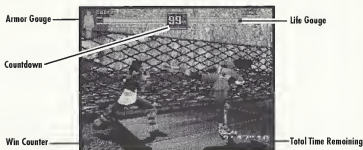
### Time Limit

When you have selected a fighter, the Survival Mode Time Limit screen appears. Choose from 3, 7 or 15 minutes for the total play time. Press the D-Pad LEFT/RIGHT to highlight a time limit, and Button A or C to select. Press Button B to go back to Fighter Select, or Button Y to return to Mode Select. Press Start to access the Key Config screen (see page 16).

### The Rules

Survival Mode pits you against two foes: the other fighters, and the clock. The object is to KO as many opponents as possible in the time limit given. Your fighter starts the first round with a full Life Gauge, but doesn't recover any Life at the start of subsequent rounds. Your opponents come out in a fixed order (it's the same every time), and you face each opponent for one round only. In Survival Mode, the computer does significantly less than normal damage per attack to the player than in other modes. Lucky you.





### The Survival Mode Ring

- Armor Gauge** Shows the condition of the fighter's armor (for those who have it). See the note on page 6.
- Life Gauge** Shows how much Life the fighter has left. Remember, in Survival Mode once you lose Life, you're not gonna get it back.
- Countdown** Begins counting down to zero when there are less than 100 seconds to go until Game Over.
- Time Remaining** Counts down from the original time limit (3, 7 or 15 minutes).
- Win Counter** Shows the number of fights that you've won so far.

And furthermore...



### Other Survival Mode screens

#### Pause

When you Pause a game by pressing Start, the Pause Options menu appears. Press the D-Pad UP/DOWN to highlight options and Button A, C or Start to select.

#### Game Over

The Survival Mode game ends when A) you lose all your Life and get KO'd or B) the time limit expires. You can't continue a Survival Mode game. That's that.

#### Name Entry

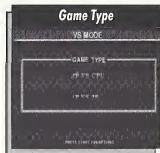
So you beat the old record, huh? Then you've heard it all before: press the D-Pad LEFT/RIGHT to highlight a character, and Button A, C or Start to select it. Press Button B or select the back arrow to delete a character.

## VS Mode

VS Mode is a fighting mode for one or two players. When you select VS Mode from the Mode Select screen, the VS Mode Game Type screen appears.

### VS Mode Game Type

Select either **1P vs CPU** or **1P vs 2P** (you can only select **1P vs 2P** if a Control Pad is plugged into both Control Ports). Press the D-Pad UP/DOWN to highlight a Game Type, and Button A or C to select. Press Start to access the VS Mode Options screen (see page 15), or Button Y to return to Mode Select.



### Fighter Select

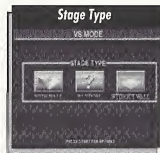


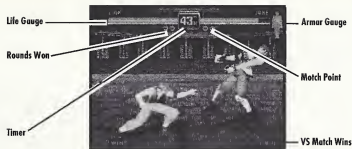
### VS Mode Fighter Select

After you select a Game Type, the VS Mode Fighter Select screen appears. Select a fighter just like in 1P Mode (see page 5). In a one-player fight against the CPU, first select the fighter you want to use, then select the fighter you want the CPU to control. If you're playing a two-player game, both players must select a fighter using their own Control Pads. Press Button B to go back to VS Mode Game Type, Button Y to return to Mode Select, or Start to access the VS Mode Options screen.

### VS Mode Stage Type

Once you've picked the fighters, the VS Mode Stage Type screen appears. You can decide the settings for your fights. Choose from **With Wall** (for *Fighting Vipers*-style enclosed rings), **Without Wall** (for *Virtua Fighter*-style fights on the open range) or **Random** (to let the CPU assign the arena). Press the D-Pad LEFT/RIGHT to highlight a Stage Type, and Button A or C to select. Press Start to access the VS Mode Options screen, Button B to go back to VS Mode Fighter Select or Button Y to return to Mode Select.





### The VS Mode Ring

- Armor Gauge** Shows how the armor is holding up (for fighters wearing it). See page 6.
- Life Gauge** Shows how much more punishment the fighter can take and remain standing.
- Timer** Shows the amount of time left in the round.
- Rounds Won** Displays the number of rounds the fighter has won in the current match.
- Match Point** Shows how many rounds the fighter needs to win the match.
- VS Match Wins** Tallyes the number of match wins for each player in VS competition so far.

**Wait – That's not all!**

### Pause

When you Pause a game by pressing Start, the Pause Options menu appears. Press the D-Pad UP/DOWN to highlight an option and Button A, C or Start to select.



### Game Over

The VS Mode Fighter Select screen appears after every match, whether you win or lose. The VS Mode Fighter Select screen displays a running tally of the number of wins recorded by each player in VS Mode fights. This Win-Loss record is maintained until you exit VS Mode. There is no option to continue after losing a VS Mode match, however you can select the same two fighters to duke it out again any number of times.

## Team Battle Mode

Not satisfied controlling only one highly dangerous fighting machine? Why not try Team Battle Mode, where you can make teams of up to eight of your favorite fighters to pit against a team controlled by the CPU or some unlucky human opponent.

### Team Battle Mode Game Type

After you select Team Battle Mode from the Mode Select screen, the Team Battle Mode Game Type screen appears. Select **1P vs CPU** or **1P vs 2P**, as in the VS Mode Game Type screen (see page 9). The **1P vs 2P** type can only be selected when there are Control Pods connected to both Control Ports.



### Team Battle Mode Team Select

Once you have selected a game type, it's time to choose up sides. You can choose teams of one to eight fighters. Press:

#### D-Pad

Button A, C, X or Z

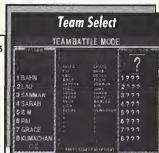
Button B

Button L or R

Button Y

Start

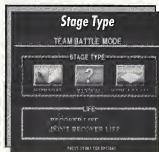
to highlight the names of fighters to select a highlighted fighter to cancel the previous selection to finish making selections to return to Mode Select to access Team Battle Mode Options (see page 15)

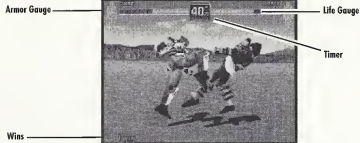


When you finish making selections, or have selected eight fighters, an **OK** prompt appears. Press Button A, C, X or Z to confirm, or Button B to cancel and return to the lineup. In **1P vs CPU** fights, the CPU automatically selects a team with the same number of fighters as you have selected. In **1P vs 2P** fights, the players can select teams with different numbers of fighters. Both players can select the same fighters, and you can pick the same fighter to appear any number of times on a team lineup.

### Team Battle Mode Stage Type

When the teams have been set, the Team Battle Mode Stage Type screen appears. First select a Stage Type (**With Wall**, **Without Wall** or **Random**) just like in VS Mode Stage Type (see page 9). Next, choose whether or not to have the fighters' Life Gauges refill after every round. Press the D-Pad UP/DOWN to highlight either **Recover Life** or **Don't Recover Life**. Press Button A or C to make your selection. Press Button B to go back up to Stage Type select. Press Button Y to return to Mode Select, or Start to access the Team Battle Mode Options (see page 15).





### The Team Battle Ring

- Armor Gauge** Shows how the armor is holding up (for fighters wearing it). See page 6.
- Life Gauge** Shows the amount of Life left for the fighter.
- Timer** Shows the amount of time left in the round.
- Wins** Displays the number of rounds the fighter has won in the current Team Battle.

## And last but not least...



### Game Over

The Team Battle Mode fight ends when all the members on one team have been defeated. After the last match has been decided, the Result screen appears. The Result screen shows the winning team and a fighter-by-fighter breakdown of matches won and lost. The total number of matches won for each team is also displayed at the bottom of the screen. Press Button A, C or Start to return to Team Battle Mode Game Type from the Result screen.

## Training Mode

Did you ever want to hit somebody who couldn't hit back? Training Mode gives you that chance (and it's legal!), letting you practice the moves for any of the fighters on a defenseless training dummy. Training Mode also lists the name of every move and its button commands for every fighter, which makes it a quick reference guide for checking out your fighter's arsenal of attacks.

### Training Mode Fighter Select

When you select Training Mode in Mode Select, the Training Mode Fighter Select screen appears. Select a fighter as in the 1P Mode Fighter Select screen (see page 5). Press Start to access the Key Config screen, or Button Y to return to Mode Select.

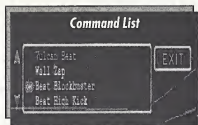


### The Training Mode Ring

After you select the fighter you want to use, the Training Mode ring appears. You begin Training Mode facing your training partner, a dummy controlled by the CPU. Press Start to bring up the Command List (see page 14) for your fighter, or take a few moments to pummel the CPU-drone with impunity.



- Damage** Shows the amount of damage dealt by the current attack (or attack combination).
- Move Name** Displays the move currently being practiced.
- Commands** Shows the button commands and necessary conditions for the selected move.



## The Command List

Press Start while in Training Mode to call up the Command List, which shows the moves, button commands and conditions for each of your fighter's moves. Press Start to return to the Training Mode ring when you get to a move you want to practice. You can continue practicing moves indefinitely.

When you want to stop training and get back to the

real McCoy, press Start to bring up the Command List, then press the D-Pod RIGHT to highlight EXIT and Button A or C to select. This returns you to the Training Mode Fighter Select screen.



## Records

Records lists the best course clear times for every course you've finished in 1P Mode, and the best wins records for Survival Mode. When you enter Records from the Mode Select screen, the Record Select screen appears. Press the D-Pod UP/DOWN to highlight the record type you want to check out, and Button A or C to enter.



### 1P Mode Records

Shows the top clear time, fighter used and player initials for every 1P Mode course completed. When you finish gloating, press Button B to return to Record Select or Button Y to go back to Mode Select.



### Survival Mode Records

Shows the record number of wins, fighter used and player initials for each Survival Mode time limit. Press Button B to return to Record Select or Button Y to go back to Mode Select when you get tired of potting yourself on the back.

## Options

In addition to the main Options screen, there are individual Options screens for the 1P, VS and Team Battle modes. In all Options screens, press the D-Pod UP/DOWN to highlight options, and LEFT/RIGHT to make changes within the highlighted option. Press Button B from any part of the Options menu to highlight EXIT. In the Main Options screen, press Start or Button Y to return to Mode Select. In the 1P, VS and Team Battle Mode Options screens, press Start or Button Y to return to the screen from which you accessed the Options screen.



Some options are available in more than one Options screen. They are as follows: **MO**—Main Options, **1P**—1P Mode Options, **VS**—VS Mode Options and **TB**—Team Battle Mode Options

### SOUND

#### KEY CONFIG

Select Stereo or Mono (monaural). (**MO**)

Press Button A or C to access the Key Config sub-page. For more information on how to reconfigure the Control Pad, see Key Config page 16. (**MO, 1P, VS, TB**)

#### GAME TYPE

Select either *Virtua Fighter* or *Fighting Vipers* gameplay type. The two game types feature differences in the way the fighters move when knocked into the air (see the Air Recovery note on page 17), and in the way special attacks affect fighter armor. (**MO**)

#### SOUND EFFECTS

Press the D-Pod LEFT/RIGHT to cycle through the sound effects, and Button A or C to play. (**MO**)

#### VOICE TEST

Press the D-Pod LEFT/RIGHT or L/R to cycle through the voices, and Button A or C to play. Press L or R to select a new character. (**MO**)

#### BGM

Press the D-Pod LEFT/RIGHT or L/R to cycle through the background music tracks, and Button A or C to play. (**MO**)

#### DIFFICULTY

Choose from Very Easy, Easy, Normal, Hard or Very Hard for the toughness of the CPU-controlled fighter. (**1P, VS, TB**)

#### MATCH POINT

Set the number of rounds (1–5 in VS Mode; 2–5 in 1P Mode) required to win a match. (**1P, VS**)

#### TIME LIMIT

Set the time limit for each round of fighting to 10, 30, 45 or 60 seconds. Or select NO LIMIT for fights without a time limit. (**1P, VS, TB**)

#### STAGE (w/WALL)

Choose one of 16 stages with walls to hold your fights in, or IN ORDER, to play them one after the other. (**VS**)

#### STAGE (w/o WALL)

Pick one of 16 stages without walls, or IN ORDER to try them all in sequence. (**VS**) Set the amount of damage each fighter takes per hit. A shorter Life Bar indicates relatively more damage per hit, a longer bar means the fighter is stronger and takes less damage per hit. (**VS, TB**)

#### DEFAULT

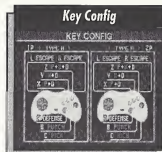
Press Button A or C to reset all the options to their default values. (**MO, 1P, VS, TB**)

#### EXIT

Press Button A or C to finish configuring options. (**MO, 1P, VS, TB**)

## Key Config

Key Config features four pre-set Control Pod configurations, and four *Edit* settings that you can set yourself. In Key Config, press the D-Pod LEFT/RIGHT to scroll through the configuration names. Press Button B to select the highlighted configuration and return to the screen from which you accessed Key Config. You can set the configurations for Control Pods 1 and 2 independently.

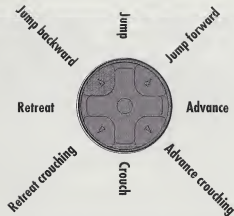


## Key Config Edit

There are four *Edit* configurations available. Press Start when the *Edit* Control Pod (number 1, 2, 3 or 4) you want to configure appears onscreen. You can set the commands for all the buttons except the D-Pod and Start. You can also assign the same command to more than one button. Press the button you want to set a command for to highlight the button name, then press the D-Pod LEFT/RIGHT to cycle through the list of commands available for that button. When you finish configuring the *Edit* Control Pod, press Start.

## The Commands

The commands described in this section are all default commands for a fighter facing right. For fighters facing left, reverse the commands. The movement commands (jump, advance, retreat and crouch) can be used in conjunction with attacks or defenses to produce special attacks. See the moves lists on pages 18 – 39 for the commands for each fighter's moves.



<b>A</b>	[D]efense
<b>B</b>	[P]unch
<b>C</b>	[K]ick
<b>L/R</b>	Escape
<b>+</b>	Press simultaneously
<b>⇒</b>	Press the D-Pod in the direction shown (yellow)
<b>→</b>	Press the D-Pod and hold (red)
<b>X</b>	Functions as B+A
<b>Y</b>	Functions as C+A
<b>Z</b>	Functions as A+B+C

## Moves

<b>[D]efense</b> Press Button A to execute a standing guard or ↓+A to guard against low attacks.	<b>[P]unch</b> Press Button B to throw a high punch, or ↓+B to aim your sights lower.	<b>[K]ick</b> Press Button C to kick 'em high. ↓+C to kick 'em low.	<b>Escape</b> Press Button L or R to make a nifty sidestep to the left. Press ⇐+L or ⇐+R to dodge right.
---	--	--	---

- Dash** Press the D-Pod forward twice (⇒⇒) to dash in that direction.
- Throw** Press A+B in close-range situations to execute your fighter's basic throw attack. Some fighters have several throws to choose from (see the individual moves lists), but they can all throw using A+B.
- Stomp** Press ⇐+B to jump on a fallen foe. Some fighters have more than one attack to use against downed opponents (see the individual fighters' moves lists).
- Quick-Up** When you get knocked down by an opponent's attack, you have several options. You can lie there stunned and sprawling, or you can do something to regain your feet and dignity. Press the D-Pod LEFT/RIGHT/UP/DOWN to roll in that direction as you get up. Press Button A, B or C repeatedly to speed your recovery. Press Button L/R to do a handspring recovery.
- Air Recovery** When you get sent flying into the air, you can perform the Air Recovery move to get your bearings in mid-air and land on your feet. The Air Recovery can only be performed in the *Fighting Vipers* Game Type (see Options, page 15). Press A+B+C or Button L or R to perform an Air Recovery.
- VF3 Moves** Each fighter from *Virtua Fighter 2* has an expanded arsenal of moves straight from the arcade hit *Virtua Fighter 3*. These attacks can only be performed by VF2 fighters, but they work equally well against characters from both VF2 and Fighting Vipers. The VF3 moves are marked with a bullet (•) in the individual fighters' moves lists.

# Akira

Chousui	P
Hosui	↓ P
Shuotai	K
Sokutai	↔ K
Yozentai	↓ K
Kenhaijui	opponent behind P
Hairakuhiki	opponent behind ↗ P
Kenhaijui	opponent behind ↓ P
Haitei	opponent behind K
Hishibutai	opponent behind ↗ K
Chisentei	opponent behind ↓ K
Saukashu	opponent down ↘ P
Gakuhosui	opponent down ↘ P
Rakahu Shasui	↗ P
Rakuhesui	↗ P
Choushitai	↗ K
Toukyaku	↑ ↗ K
Rokugeki Sousui	↑ ↗ P
Hidantai	↑ ↗ K
Fuuman Tsukoi	↑ ↗ K
Fujintei	↑ K
Kansuitai	PK
Hichimon Kaido	PP
Jocho Chouchuu	↗ P
Kimen Chouchuu	↗ ↗ P
Yakuho Chouchuu	↗ ↗ P
• Jocho Shoushou	↗ ↗ P
• Chazen Hosui	↗ ↗ P
• Tenzankeu	↗ ↗ P
Tetsuzankou	↗ ↗ P
Mouka Kouhazan	↓ ↗ P
• Boho Shoukou	↓ ↗ P
Byakko Saushouda	↓ ↗ P

• Souku Hosui	↗ P
Yashuu	↗ P
Renkantai	↗ ↗ K
• Ryousushiki	↗ K
• Boho Chouchuu	↗ K
• Shuuraho Oukou Kazen	↗ ↗ P
Banken	P
Hageki Urushin Saukashu	↗ P
Dage Choushitsu	K
Kaika	↗ P
Gakko Honko	↗ P
Ioushin Seufai	↗ P
• Kyuho Chouchuu	↗ P
• Teibetsu	↗ P
• Shishi Hougetsu	↗ P
• Shishi Hougetsu	↗ P
Shinpo Rika	↗ P
Daiden Hosui	↗ P
Shin the	↗ P
Yasui Sennin	↗ P
Juniko Honko	↗ P
Gaimon Chouchuu	vs. mid-body P
Toukyaku	vs. high K
Gaimon Chouchuu	↗ P
Jocho Shouhou	vs. mid-body K
• Sempou Soudou	↗ P
• Shoutenku	↗ P
Hanshin Tenda	vs. low P
Sauhakushu	vs. low K

# Kage

Dankan	P
Jicuriden	↓ P
Tsukikaoeshi Gori	K
Nokagori	↗ K
Sarigori	↓ K
Uraha	opponent behind P
Uranden	opponent behind ↗ P
Gyokugori	opponent behind K
Hongetsu Gori	opponent behind ↓ K
Hairyusuu	opponent behind ↗ K
Uretsumo Gori	opponent behind ↗ K
Sempou Gori	opponent behind ↗ K
Rakujin Kaeri	↗ P
Uretsumuji Gori	↗ P
Ryubisan	↗ P
Hiendan	app. down, nose ↑ P
Asuko	app. down, mid ↑ P
Hishougeki	app. down, far ↑ P
Kakato Otoshi	↗ K
Shutou	↗ P
Tobi Saiken	↗ P
Tobi Maegori	↗ P
Tobi Kakato Otoshi	↗ P
Jitsumuji	before landing ↗ P
Rakuyou	↑ ↗ P
Hishougeki	↗ P
Marutagori	↑ K
Tobi Kakato Gori	in mid-air ↑ K
Fushin Engutsu Gori	↑ ↗ K
Kaiten Enzu Gori	↑ ↗ K
Rakuyou Sempuudan	from a distance ↗ K
Rashou	PP
Rashou Kyoku	PPK
Sandan Gaki	PPP
Sandan Uragori	PPPK
Sandan Fujin Kyoku	PPPP
• Rashou Resen	PP
• Sandan Resen Uragori	PP
Hogisane	PP
Hiji Uchi	↗ P
Gansetsuha	↗ P
Sakadan	↗ P

Sakadan Gesene	↗ PK
• Resen	↗ P
• Resen Uragori	↗ PK
Fusenjin	P
Rokusenjin	↗ P
Rokusenjin Kaeshi	↗ P
• Yonin Sanjin	↗ P
• Sempujin	↗ P
• Kageuta	↗ P
Zentan	↗ P
Kanten	↗ P
Zententaku	after Zentan/Kanten ↗ P
Shinsoden	after Zentan/Kanten ↗ P
• Kageuta	after a roll ↗ P
Sempugori	↗ K
Jibashiri	↗ K
Ryuuji Kyaku	↗ K
Foshin Hize Gori	↗ K
• Engutsu Gori	↗ K
• Uta Susho	↗ K
Tsumuji Gori	↗ K
Gengyu	↗ K
Suikan Gori	↗ K
Hegaryou	↗ K
Rairyou Hishou Kyaku	↗ P
Kaiten Jizuri Kyaku	↗ P
Kanten Jizuri Kyaku	↗ P
Toitou	↗ P
• Foshin Koudangeki	↗ P
• Jungoku Jizai	↗ P
Tougasumi	↗ P
• Fugosumi	↗ P
Kage Gosumi	↗ P
Kaunenraku	↗ P
• Izuna Otoshi	↗ P
Hazugosumi	↗ P
• Yonigosumi	↗ P
Hazugosumi	↗ P
Katagoshi	↗ P
• Jicubori	↗ P

# Jacky

Straight Lead	P	• Elbow Knuckle Low Spin Kick	→ PP ↓ K
Squat Straight	↓ P	Spinning Back Knuckle	← P
Vertical Hook Kick	K	Double Spin Knuckle	← P
Middle Kick	↖ K	Spinning Slant Back Knuckle	← P ↗ P
Toe Kick	↓ K	Spinning Arm Kick	← PK
Low Kick	↓ K	Spinning Low Spin Kick	← P → K
Side Hook Turn	↔ P	Smash Hook	↖ P
Spinning Kick Turn	↔ P	• Hook Combo 2	↖ PP
Turn Knuckle	opponent behind P	• Triple Hook	↖ PPP
Turn Knuckle Side Kick	opponent behind; PK	• Lightning Straight	↖ PPP → P
	left foot forward	• Lightning Hook	↖ PPPP
Turn Knuckle Spinning Kick	opponent behind; PK	Slant Back Knuckle	↖ P
	right foot forward	Slant Low Spin Kick	↖ PK
Turn Knuckle Low Spin Kick	opponent behind P ↓ K	Punch High Hook	→ PK
Turn Slant Back Knuckle	opponent behind ↓ P	• Combo Elbow Knuckle Spin Kick	→ PP → PPK
Turn Slant Low Spin Kick	opponent behind ↓ PK	• Combo Elbow Knuckle Low Kick	→ PP → P ↓ K
Turn Kick	opponent behind K	Beat Knuckle	P+K
Turn Low Spin Kick	opponent behind ↓ K	• Beat & Back Knuckle	P+KK
Soccer Ball Kick	opponent down ↖ K	• Beat Combo Back Knuckle	P+KP
Jumping Knee Stomp	opponent down ↖ P	• Beat & Knuckle Spin	P+PK
High Jump Knee Stomp	opponent down ↑ P	• Beat & Knuckle Low Spin	P+KP ↓ K
Elbow	↖ P	• Kick Back Knuckle	KP
Step Straight	↖ P	• Combo Knuckle Spin Kick	KPK
Step Hook Kick	↖ K	• Combo Knuckle Low Spin	KP ↓ K
Step Heel Kick	before landing ↖ K	Double Spinning Kick	KK
High Jump Kick	↑ K	• 2-Way Spin Kick	K ↓ K
High Jump Middle Kick	↑ K	Knee Kick	→ K
Jumping Hook Knuckle	↑ P	Dash Hammer Kick	→ K
High Jump Drop Kick	↑ K	Side Hook Kick	→ K
Jump Over Kick	↑ K	• Double Middle Kick	→ KK
High Jump Heel Kick	in mid-air ↑ K	• Double Low Kick	→ KK
Punch Spin Kick	right foot forward PK	Somersault Kick	→ K
Punch Side Kick	left foot forward PK	Spinning Kick	K-D
Punch Low Spin Kick	P ↓ K	Spinning Kick • Low Spin Kick	K-D ↓ K-D
Job Straight	PP	Leg Slicer	↓ K-D
Double Punch Snap Kick	PPK	• Spin Heel Sword	→ K-D
• Double Punch Knee Kick	PP → K	Middle Spin Kick	→ K-D
• Double Punch Low Spin Kick	PP ↓ K	Lightning Kick	→ P+KKKK ↓ K
Flash Piston Punch	PPP	• Lightning Show	→ P+KKKK
• Combo Elbow	PP → P	• Lightning Show	→ P+KKKK ↓ K
• Combo Elbow Spin Kick	PP → PK	Northern Light Bomb	close range P-D
• Job Straight Back Knuckle	PP → P	• Neck Slicing	P-D
• Combo Back Knuckle Spin	PP → PK	Face Crusher	close behind opp. P-D
• Job Double Straight	PP ↑ P	Neck Breaker Drop	close range → P-D
Rising Elbow	→ P	Knee Strike	close range → P-D
Elbow Spin Kick	→ PK	• Sensitive Henging Knee	close range → P-D
• Elbow Back Knuckle	→ PP	• Switch Step	→ ↓
• Elbow Knuckle Spin Kick	→ PPK		

# Sarah

Straight Lead	P	Snap Side Chop	↖ P
Squat Straight	↓ P	• High Kick Straight	KP
Vertical Hook Kick	K	• Double Thrust Kick	KK
Middle Kick	↖ K	Illusion Kick	→ KK
Low Kick	↓ K	Mirage Kick	→ KK
Back Knuckle	↖ P	• Illusion Jack Knife	→ KK → K
Back Kick Spin Turn	↖ K	• Illusion Low Kick	→ KK → K
Spin Turn Kick	↓ K	Jack Knife Kick	→ K
Double Spin Kick	→ KK	Jack Knife Side Kick	→ KK
Turn Knuckle	opponent behind P	• Double Low Kick	→ KK
Turn Low Straight	opponent behind ↓ P	Knee Kick	→ K
Turn Kick	opponent behind K	Double Step Knee	→ K → K
Dragon Kick	opponent behind ↓ K	Dash Knee	→ K
Turn Rising Kick	opponent behind ↖ K	Double Kick	→ K
Turn Low Spin Kick	opponent behind ↓ K	• Dragon Smash Cannon	→ K
• Running Knee	while running K-D	• Full Spin Heel Kick	→ K
Soccer Ball Kick	opponent down ↖ K	Rising Knee	→ K
Jumping Knee Stomp	opponent down ↖ P	• Rising Knee Combo	→ KK
Jumping Knee Stomp	opponent down ↑ P	Somersault Kick	→ K
Step Straight	before landing ↖ P	Toe Kick	→ P+K
Step Hook Kick	↖ K	• Toe Kick • Jack Knife	→ P+KK
Step Round Kick	→ K-D	Spin Kick	K-D
Round Kick	→ K-D	• Spin Edge Kick	→ K-D
Step Heel Kick	before landing ↖ K	Leg Slicer	→ K-D
High Jump Middle Kick	↑ K	• Low Spin Kick	→ K-D
High Jump Kick	↑ K	Side Hook Kick	→ K-D
Jumping Hook Knuckle	↑ P	Tornado Kick	→ K-D
Dragon Kick	↑ K	• Spin Heel Sword	→ K-D
Jump Over Kick	↑ K	Front Suplex	close range P-D
High Jump High Kick	in mid-air ↑ K	• Shellbrook Elbow	close range to side P-D
Punch High Kick	PK	Back Drop	close behind opp. P-D
Punch Side Kick	P ↓ K	Back Drop	close behind opp. P+K-D
Job Straight	PP	opponent crouching	
Double Punch Snap Kick	PPK	Medbreaker Drop	close range → P-D
Flash Piston Punch	PPP	• Lightning Knee Smash	close range → P-D
• Combo Elbow	PP → P	• Lightning Knee Smash	close range facing wall → P-D
• Combo Elbow Spin Kick	PP → PK	• Leg Hold Throw	close range → P-D
• Job Straight Back Knuckle	PP → P	• Rolling Face Crush	close range → P-D
• Combo Back Knuckle Spin	PP → PK	• Moonsoot	→ P
• Job Double Straight	PP ↑ P	• Heel Kick Moonsoot	→ K ↑ P
Rising Elbow	→ P		
Elbow Spin Kick	→ PK		
• Elbow Back Knuckle	→ PP		
• Elbow Knuckle Spin Kick	→ PPK		

# Lau

Chousui	P	Renshou	PP
Souchouken	↓P	Renshou Sengutu	PPK
Kotsumenai	K	Renkashou	PPP
Senchuutai	↘K	Renshou Tenshinkyaku	PPPK
↓K		Renshou Tenshin Soukyaku	PPP↘K
• Hien Tenshinshou	↔↔P	Renshou Haitenkyaku	PPP↘K
• Hien Sengaukyaku	↔↔P+D	Shoujushou	↘P
• Enjin Sengaukyaku	↔↔K+D	• Renkan	↘P↔P+K
Haihouken	opponent behind	Chugoki	↘P
Haihoukashou	opponent behind	• Hou Ousoushou	↘P↔↔P
Haihouai	opponent behind	• Souko Reppo	↘P+K
Zakusentai	opponent behind	• Kousushou	↔↔P
Kaikyaku Haiten	opponent behind	Junga Choushou	↘P
• Toukuu Hoishou	opponent behind	• Enshishou	↔↔↔P
Toushougaki	opponent down	• Renshou Sengou	KK
Kousou Raishou	opponent down	• Kuukyaku Choushou	↘K↔P
Kousou Renshou	opponent down	• Kyuukyaku Renkan Kashou	↘K↔P↔↔P
Toukuu Shosou	↔+P	• Tenshin Risenkyaku	↘KK
Toukuu Chuken	↔+P	• Rensou Sinitai	↓KK
Rekka Kasenkyaku	↔+K	• Renkan Sentsaitai	↓KK↘K
Tenshou Chuukyaku	↔+K	• Rensou Tenshin Soukyaku	↓KK↘K+D
Tenshin Senta	before landing	Taihou Risenkyaku	rising from crouch
Hichuwa	before landing	Kaikyaku Haiten	↘K
Toukuu Tankyaku	↔+K	Toukuu Kokuukyaku	↘K
Toukou Sausouken	↔↔P	Chisavai	↔↔K
Toukou Soutai	↔↔K	Sengouge	K+D
Kaikyaku Hoishou	↔↔K	Ensenhou	↓K+D
Toukou Fujinkyaku	in mid-air	Koukoukyaku	↘K+D
Renkantai	PK	• Karyuu Tenshinkyaku	↔↔↔↔↔↔↔↔
Renshou	PP	Kenshou Tansoku	close range
• Haisen Renshou	P↔P	• Tenshin Soubushou	close range to side
• Tenshin Soukoushou	P↔P↔P	• Kahai	close behind opp.
Souken Sengutu	PPK	• Reiden Myurin	close range
Raigeki	PPP	Ryuuha Senten	close range
Renkan Tenshinkyaku	PPPK	Tenshin Haishou	close range
Renkan Tenshin Soukyaku	PPP↘K	• Daichi Tenshou	close range
Renkan Haitenkyaku	PPP↘K		
Shakushou	↘P		

# Pai

Chouken	P	• Enshi Soshou	↔↔P
Souchouken	↓P	• Hien Dantai	↔↔PK
Koushouwai	K	• Ensei Kasouha	↔↔P
Senchuutai	↘K	• Kaen Senkyaku	KK
Sensaitai	↘K	• Renko Senta	↘KK
Haihouai	opponent behind	• Rensou Soukyaku	↘KK
Haien Hausui	opponent behind	Taihou Risenkyaku	rising from crouch
Haichuwa	opponent behind	Kaitankyaku	↔↔K
Zoku Taitai	opponent behind	Hien Tankyaku	↔+K
• Hanshin	while running	Hien Rakkyaku	↔KK
Ra'ia Shoua	opponent down	Haitenkyaku	↘K
Enshou Raigeki	opponent down	• Rensou Haitenkyaku	↘K↔K
Enshou Kouragiki	opponent down	Sengouge	K+D
Toukuu Soshou	↔+P	• Enbu Renskyaku	↔↔K+D
Hishitai	↔+K	Enjin Sengaukyaku	↔↔K+D
Sokushutai	↔+K	Ensenhou	↓K+D
Hienkyaku	↔+K	• Hanshin Soukyaku	↔↔K+D
Hienkyaku	↔+K	• Tenshin Haitenkyaku	↔↔K+D
Rikagaki Souken	↔↔P	Tenshin Soutai	close range
Hienyushou	↔↔K	• Zenshou Haitenkyaku	close behind opp.
Enhoishou	↔↔K	• Haishin Choushou	close range to side
Hidou Bajinkyaku	in mid-air	• Shui'en Katou	close behind opp.
Renkantai	PK	• Renshin Myurin	close range
Renshou	PP	Hien Hanbo	↔↔P+D
Souken Sengutu	PPK	Toushin Inshou	close range
Raigekishou	PPP	Tench Tairaku	close range
Renkan Tenshinkyaku	PPPK	Sengou Enjin	close range
• Renkan Kaitankyaku	PPP↔K	Seien Katou	close range
• Renkan Tenshin Soukyaku	PPP↔K	• Kourutsu Temhou	close range
Renkan Haitenkyaku	PPP↘K	Enpuu Renshou	close range
Kyuuchushou	↔P		opponent crouching
Jouba Choushou	↔P	Ensen Haiiryuu	vs. high P
• Soukasui	↔P	Rosen Anshou	vs. high K
• Souka Rensai	↔PP	Hien Haiiryuu	elbow counter
• Souka Rensaihou	↔PP↔P	• Kourutsu Taitai	knee counter
• Souka Rensaukyaku	↔PPK	Kaikyaku Senten	vs. mid-body K
Rikansui	↔P		

# Wolf

Straight Hammer	P	Reverse Slodgohammer	↓ ↘ P
Low Hammer	↓ P	Back Chop	P+K
High Kick	K	* Tomahawk Flash	↘ P+K
Footfall Kick	↘ K	* Grizzly Lariat	↘ P+K
Low Smash	↓ K	* Arrow Knuckle	↘ P+K
Rolling Hammer	opponent behind P	* Short Shoulder	↘ ↘ P+K
Back Low Hammer	opponent behind ↓ P	* Double High Kick	KK
Rolling Hammer	opponent behind ↓ P	Knee Blast	↘ K
Back Kick	opponent behind ↓ K	Drop Kick	↘ K
Back Drop Kick	opponent behind ↓ K	Low Drop Kick	↘ ↘ K
Elbow Drop	opponent down ↓ P	Neck Cut Kick	K+D
Elbow	opponent down ↑ P	Sawbait	↘ K+D
High Elbow	opponent down ↑ P	Flying Knee Kick	↘ ↘ K+D
Somersault Drop	opponent down ↑ K	Front Rail Kick	↘ ↘ K+D
Sliding Shoulder	while running P+K	Brain Buster	close range P+D
Step Hammer	↑ +P	* Cyclone Whip	close range to side P+D
Tae Kick	↑ +K	* Cross Arm Breaker	close range to side P+K+D
Tae Crush	↑ K		
Hammer Edge	before landing ↑ K	German Suplex	close behind opp. P+D
Rising Toe	↑ +K	Dragon Suplex	close behind opp. P+D
Hammer Kick	↑ K	German Suplex	close behind opp. P+K+D
Jumping Lariat	↑ ↘ P		opponent crouching
Missile Kick	↑ ↘ K	* Frankensteiner	↘ P+D
Back Side Kick	↑ ↘ K	* Arm Whip	close range ↘ ↘ P+D
Head Crush	in mid-air ↑ K	Steiner's Screwdriver	close range ↘ ↘ P+D
Hammer Kick	PK	Giant Swing	close range ↘ ↘ ↘ P+D
Jab Straight	PP	* Catch	close range ↘ P+D
One-Two Upper	PPP	* Push	close range ↘ P+D ↘ P+D
* Elbow Smash	PP ↘ P	* Front Neck Chocery	close range ↘ P+D ↘ P+D
* Combo Elbow Bat	PP ↘ P ↘ P	* Slingshot Front Suplex	close range ↘ P+D ↘ P+D
* Combo Double Arm Suplex	PP ↘ P ↘ P+K+D	* Change	close range ↘ P+D ↘ P+D
Body Blow	↘ P	* German Suplex	close range ↘ P+D ↘ P+D ↘ P+D
* Dragonfish Blow	↘ PP	* Push	close range ↘ P+D ↘ P+D ↘ P+D
Snare Upper	↘ P	* Tiger Suplex	close range ↘ P+D ↘ P+D ↘ P+D
Vertical Upper	↘ P	Side Suplex	close range ↘ P+K+D
Elbow Bat	↘ P		opponent crouching
Comet Hook	↘ P	Double Arm Suplex	close range ↘ P+K+D
* Tomahawk Chop	↘ P		opponent crouching
* Neck Rolling Throw	close range ↘ P ↘ P+D	* Captured	vs. high K ↘ P+K
Shoulder Attack	↘ ↘ P	Dragon Screw	vs. mid-body K ↘ P+K

# Jeffrey

Straight Knuckle	P	* Rising Hammer	↘ PP
Low Knuckle	↓ P	Niddle Hell Stamp	↘ P+K
Upper Kick	K	Hall Bank Hammer	↘ P+K
Adiddle Kick	↘ K	Head Attack	↘ ↘ P+K
Vertical Kick	↓ K	* Smash Crush	↘ ↘ P+K
Spin Knuckle	opponent behind P	* Lift-Up Throw	close range ↘ ↘ P+K ↘ P+D
Back Double Hammer	opponent behind ↓ P	* Killing Toe Kick	KK
Spin Knuckle	opponent behind ↓ P	* Killing Toe Kick Hammer	KKP
Back Kick	opponent behind K	Knee Attack	↘ K
Back Heel Kick	opponent behind ↘ K	Kenka Kick	↘ ↘ K
Stamping	opponent down ↘ P	* Knee Push	↘ K
Body Press	opponent down ↘ P	* Knee Hammer	↘ KP
Raiden Drop	opponent down ↑ P	Heal Attack	↘ ↘ K
* Running Body Press	while running P+K	Toe Kick	↘ K
Running Hip Attack	while running K+D	Toe Kick Hammer	↘ KP
Hammer Down	↑ +P	Tae Kick * Splash Mountain	close range ↘ K ↘ ↘ P+D
Heel Drop	↑ +K	* Low Kick	↘ K+D
Snap Knuckle	↑ P	* Ducking Low	↘ K+D
Jump Kick	↑ K	Back Flip	close range P+D
Pushing Kick	before landing ↑ K	* Coconut Crush	close range to side P+D
Killing Bite	↑ +K	* Corkscrew Knuckle	close range to side P+K+D
Jump Hammer	↑ P		opponent crouching
Flying Low Kick	↑ K	Backbreaker	close behind opp. P+D
Rising Sun Hammer	↑ ↘ P	Backbreaker	close behind opp. P+K+D
Jumping Fast Stamp	↑ ↘ K		opponent crouching
Rear Kick	↑ ↘ K	Power Slam	close range ↘ P+D
Heel Stamp Jump	in mid-air ↑ K	* Back Throw	close range ↘ P+D
Knuckle Kick	PK	* Well Wipe Throw	close range ↘ P+D
Double Knuckle	PPP		back to wall
One-Two Upper	PP	Body Lift	close range ↘ P+D
* Combo Kenka Hook	PP ↘ P	Head Butt	close range ↘ ↘ P+D
Elbow Bat	↘ P	Double Head Butt	close range ↘ ↘ P+D ↘ P+D
Elbow Hammer	↘ P ↘ P	* Head Crush	close range ↘ ↘ P+D ↘ P+D
Drish Elbow	↘ ↘ P	Triple Head Butt	close range ↘ ↘ P+D ↘ P+D
Elbow Upper	↘ PP		↘ P+D
Smash Upper	↘ P	* Head Crush 2	close range ↘ ↘ P+D ↘ P+D
Double Upper	↘ PP		↘ P+D
Triple Upper	↘ PP ↘ P	Front Backbreaker	close range ↘ ↘ ↘ P+D
Vertical Upper	↘ P	Splash Mountain	close range ↘ ↘ P+D
Elbow Stamp	↘ P	Power Bomb	close range ↘ ↘ P+D
* Kenka Hook	↘ ↘ P		opponent crouching
* Tornado Hammer	↘ ↘ P	Iron Claw	close range ↘ P+K+D
* Kenka Upper	↘ ↘ P		opponent crouching
Double Hammer Down	↘ ↘ P	Machine Gun Knee Lift	close range ↘ ↘ P+K+D
			opponent crouching

# Lion

Taurus	P	• Rensen Haikaushu	⇄ PP
Katusui	↓ P	• Ianshin Taurus Rankyoku	⇄ PPK
Sanshinai	K	Tauekisu	⇄ P
Dantai	⇄ K	Tauekirisui	⇄ PP
Aisatsu	⇄ K	Sanshippa	⇄ P
Senshu Haiten	⇄ ⇄	• Shinga Taurus Sausu	⇄ P
Kaushuui	⇄ ⇄	Shippa Shausenshu	⇄ P
Kasanta Haiten	⇄ ⇄ D	Souji Sengau	⇄ P+K
Haiten Sausu	opponent behind P	Touho Haikaushu	⇄ P+K
Haito Sausu	opponent behind ⇄ P	Touho Sausu	⇄ P+K
Taohai Sausu	opponent behind ↓ P	Toizon Sausu	⇄ P+K
Kousankyoku	opponent behind K	Jouchou Sausu	⇄ P+K
Kaikyoku	opponent behind ↓ K	• Rensentai	KK
• Rakensenshu	opponent down ⇄ P	Kenshu Teishitsu	⇄ K
Rakushukyoku	opponent down ↑ P	Zansatsu	⇄ KK
Hinatsukutai	opponent down ↑ P	Tasentai	⇄ KK+D
Ianaku Gekishu	⇄ P	Sempuui	↑ +K
Rakuhai Taurus	↑ P	Kaitutai	↑ +KK
Taukau Haigekishu	⇄ P	Jiten Karyoku	⇄ K
Chisau Shaukyoku	↑ K	Senkyuui	⇄ K
Chisau Shaukyoku	before landing ↑ K	• Fujinkyoku	⇄ K
Choshi Dantai	↑ K	• Fujin Rantankyoku	⇄ KK
Hichu Sento	↑ K	Shichi Sento	⇄ K+D
Taukaroku Sento	↑ ⇄ P	Kauserai	↓ K+D
Taukaroku Sento	↑ ⇄ K	Tenshin Ryovinkyoku	⇄ K+D
Taukaroku Haitai	↑ K	Hatetsu Shuui	close range P+D
Rakufujitai	in mid-air ↑ K	• Hanshin Teishitsu	close range to side P+D
Ransai	PK	Rankoku Haishu	close behind opp. P+D
Kasuu Ransai	PP	• Haika Sento	close range ⇄ P+D
Rensen Sausu	PPP	Shichisei Tenbushu	close range ⇄ P+D
• Rensui Sausu	PP ⇄ P	• Shichisei Chuhazhen	close range ⇄ P+D
Banshu	⇄ P	• Shichi Chuhazhen	close range ⇄ P+D
• Ranshu Rankanshu	⇄ PP		close range facing wall
Senshu	⇄ P	Saishu Haiku	close range ⇄ P+D
Rakugekishu	⇄ PP	• Hitenso Karyoku	close range ⇄ P+D
Saukaushu	⇄ P	Tauzan Hanchokyoku	close range ↓ ⇄ P+D
Ransaukaushu	⇄ PP	Tanshin Sausu	close range ⇄ ⇄ ⇄ ⇄
• Haitenkaushu	⇄ P		

# Shun

Chougeki	P	Renzensan Soutai	after 2 drinks ⇄ P+KK
Fukuchougeki	↓ P	Rensan Zensan Soutai	after 3 drinks ⇄ P+KKK
Kaushuui	K	Tauku Hitenhu	after 6 drinks ⇄ P+K
Sakutankyoku	⇄ K	• Renho Chougeki	KK
Ryosantai	↓ K	• Renshu Kaishu	KK
Chougeki Haiten	⇄ ⇄	• Renshu Haikeshu	KK ⇄ P
Shipo Kaikyoku	⇄ K	Gyoshin Tautai	⇄ K
Haikashu	opponent behind P	Kaushu Kaitai	⇄ K
Haika Henshu	opponent behind ⇄ P	Kaushu Rantai	⇄ KK
Haikashu	opponent behind ↓ P	Ryoubikyoku	↑ K
Haisentai	opponent behind K	Chubu Sautankyoku	⇄ K
• Taitukyoku	opponent behind ⇄ K	Iashi Chougeki	K+D
Rasen Saichu	opponent down ⇄ P	Dusushu	K+DP
Chubu Sautankyoku	while running K	Taukyoku	⇄ K+D
Taichin Sausu	↑ +P	Sengau Soutai	⇄ K+D
Rakuhai Chougeki	↑ P	Haitau Ransankyoku	⇄ K+D
Saiketei	↑ K	Hanshin Rensankyoku	⇄ K+D
Jigantai	before landing ↑ K	Zobantetsu	⇄ ⇄
Taukyoku	↑ K	• Saikikyoku	after Zobantetsu K
Kushi Tankyoku	↑ K	Saikikyoku	after Zobantetsu ⇄ K
Sausu Taurougeki	↑ ⇄ P	• Zainshu	after Zobantetsu P+K+D
Soutai Rakushu	↑ K		+ 3 drinks
Haisantai Rakushu	↑ K	• Tentauritsu	after Zabantetsu ⇄
Rakahi Shautai	in mid-air ↑ K		ges into handstand
Gekiten Santai	PK	• Dushin	after Zabantetsu ⇄ ⇄
Rangaki	PP	• Dushin	⇄ ⇄ ⇄ ⇄
• Rangeki Kausu	after 4 drinks PP ⇄ K	• Nehonsenkyoku	after Dushin K
• Rangekikau Kaushuui	after 4 drinks PP ⇄ KK	• Nehonsenshu	after Dushin KP
Saichu Rankangeki	PPP	• Gyoshin Tautai	after Dushin K+P
• Nansenshu	⇄ PK	• Rangeki Kausu	after Dushin & 4 drink KP ⇄ K
• Nansenshu	⇄ PPK	• Nehon Rangeki Kaitai	after Dushin & 4 drink KP ⇄ KK
• Nansenshu	⇄ PPPK	• Nehon Sausaukyoku	after Dushin ⇄ K
Gyovin Haishu	⇄ P	• Nehon Sausu	after Dushin ⇄ K
• Gyovin Sausu	after 5 drinks ⇄ P+K	Tentauritsu	ges into handstand ⇄ ⇄ ⇄ ⇄
• Gyovin Rankon Tankyoku	after 5 drinks ⇄ PP+KK	Toushin Rankyoku	after Tentauritsu K
Gatsugagaki	⇄ P	• Tanshin Sushu	after Tentauritsu P+K
Dauagaki	⇄ P	• Souchantai	after Tentauritsu KP ⇄ K
Haisenchu	⇄ K	Henshin Sautantai	close range P+D
• Haisenchu Kaikyoku	⇄ P	after Tentauritsu	
• Shinga Saikoushu	⇄ P	• Saitho Tanshinshu	close range P+D
Chowau Ryokken	⇄ ⇄		close range +3 drinks
• Chowau Saichu	after 3 drinks ⇄ ⇄ ⇄ P	• Tanshin Tausu Richu	close range to side P+D
Tanshin Sausushu	+ 3 drinks P+K	• Tanshin Souko	close range ⇄ P+D
Hiten Haigeki	⇄ P	• Gyovinshu	+1 drink ⇄ P+K+D
Zensen Soutai	after 1 drink ⇄ P+K		

# Dural

# TOKIO

Banzen	P	Yousenryuu	→ P+K+D
Banzhou	PP	Fushin Ranyoku	→ P+K+D
Barikan Sanshou	PPP	Beet Krackle	P+K
Hegesene	PK	Hall Stamp	→ P+K
Punch Side Kick	P → K	Rikanchuu	→ P+K
Combo Elbow	PP → P	Stomach Crush	→ P+K
Combo Elbow Samersault	PP → P+K	Iatsushou	→ P+K
Jump Straight Back Knuckle	PP → P	Kakusanjin	rising from crouch
Combo Back Knuckle Spin	PP → PK	Kakusenjin Koeshi	rising from crouch
Jisuriden	↓ P	Rairyuu Hisashouyoku	→ P+K+D
Shokashou	→ P	Back Knuckle Turn	→ P+K
Shokasushou	→ P	Kyushisen	→ P+K+D
Kising Elbow	→ P	Hoihoikushou	opponent behind
Elbow Hommer	→ P → P	Touhai Sershou	↓ P
Double joint Bot	→ PK	Hairen Sershou	opponent behind
Honchuu Renkanshou	→ PP	Back Drop Kick	→ K
Elbow Samersault	→ P+K	Jisento	opponent behind
Level Back Chop	→ P	Turn Kick	opponent behind
Slant Back Knuckle	→ P	Hoirayousu	opponent behind
Slant Low Spin Kick	→ PK	Toukai Shoushou	→ P+K
Chouho Chouchou	→ P → P	Toukai Chukan	→ P+K
Shoulder Attack	→ P → P	Hiten Houshou	→ P+K
Double Hommer Down	→ P → P	Roundhouse Kick	→ P+K
Kising Hommer	→ P → P	Choushichi	→ P+K
Chouwen Kyokuan	→ P → P	Jisan	in mid-air
Dragon Upper	after 1 drink	Hien Yoshuu	→ K
Double Dragon Upper	after 2 drinks	Hien Rekiyoku	→ K
		Koyoku Hatten	→ K
Kaushutai	K	Toukyoku	→ K
Kauen Rekiyoku	KK	High Jump Kick 1	→ K
Kno Kick	→ K	High Jump Kick 2	before landing
Renkantei	→ P+K	High Jump Kick 3	→ K
Dentei	→ K	High Jump Kick 4	→ K
Surigiri	↓ K	Rekuyou Sengradon	from a distance
Jack Knife Kick	→ K	Suifu Tenshinchou	close range
Jack Knife Side Kick	→ K	Fougesami	close range
Chizutai	→ K	Kosenraku	close range
Haitou Kansenkyoku	→ K	Neckbreaker Drop	close range
Gyoshin Iatou	→ K	Giant Swing	close range
Aken Kariyoku	→ K	Backbreaker	close behind
Taitou Kisenkyoku	rising from crouch	Enpou Senrin	close range
Kising Knee	rising from crouch	Machine Gun Lift	opponent crouching
Tanhi Chougaki	K+D	Backbreaker	close range
Ousushou	K+D		close range
Saw Butt	→ K+D	Body Press	opponent crouching
Damyo	→ K+D	Kasoue Renshou	opponent down
Side Hook Kick	→ K+D	Soccer Ball Kick	opponent down
Shichi Sautai	→ K+D	Somersault Drop	opponent down
Ersenshou	→ K+D	Ensen Hoiryuu	vs. high P
Suislageri	→ K+D	Rosen Anshou	vs. high K
Tahizengeri	→ K+D		

Justice Job	P	Belly Flop Punch	→ P+K+D
Open Chest	PP	Belly Flop Kick	→ P+K+D
Open Arm	PPP	Thrust Punch Air	→ P
Open Roll	PPK	Jump Hommer	→ P
Open Spin	PK	Jump Too	→ K
Sit Job	↓ P	Frant Jump Too	→ K
Open Upper	→ P	Air Rolling Sawbutt	→ K
Open Elbow	→ P	Air Drive	→ K
Elbow Blow	→ PP	Frant Air Kick	→ K
Lightning Arrow	→ PP → P	Back Air Kick	→ K
Open Arm Blow	→ PPP	Flare Toe	before landing
Roll Kick	K	Flare Kick	before landing
Reactor	KP	Jump Hommer	→ P
Combo Reactor	KPP	Tricks	→ K
Combo Reactor Plus	KPPP	Rolling Saw Butt	→ K
Combo Edge	KPK	Hopping Kick	→ K
Combo Maxi Edge	KPKK	Low Cut Kick	before landing
Combo Tricks	KPKK+K	Middle Hop Spin Kick	→ K
Combo Beat Edge	KPPPK	Wall Throw	close range
Combo Reactor Cassack	KPPPK → K	Snap Stole	close range
Combo Tricks Pro	KPPPK → K	Shoulder Throw	close range
Snap Knee	→ K	Grand Axel	close range
Blockbuster	→ K	Back Wall Rush	close range
Low Kick	→ K		facing wall
Long Roll Kick	→ K	Deed End Double Knee	→ K
Middle Kick	→ K		facing wall
Clutch Step	→ K	Tog Hand Wall Crush	close range
Double Clutch Step	→ K → K		P+D
Standing Toe Kick	→ K → K	Back Splex	close behind
Heel Drop	→ P+D → K	Eagle Landing	→ P
Spin-off Kick	K+D	Spir Kick	opponent down
Spin-off Sunrise	K+DK	Turn Punch	opponent behind
Spin Flout	K+DK	Turn Punch Job	opponent behind
Spin Cassack	K+D → K	Turn Punch Roll Kick	opponent behind
Catapult Kick	→ K+D	Turn Roll Kick	opponent behind
Catapult High	→ K+DK	Low Spin Kick Turn	opponent behind
Catapult Mid	→ K+D → K	Spin Kick Turn	opponent behind
Catapult Low	→ K+D → K	Low Turn Punch	opponent behind
Pro Dancer	→ K+D	Van-Low Spin Kick	opponent behind
Starlight Dancer	→ K+D → K	Running Straight	while running
Low Spin Kick	→ K+D	Fire Darts	while running
Low Spin Punch	→ K+D	Running Tackle	while running
Low Spin High	→ K+DK	Sliding Kick	while running
Low Spin Low	→ K+D → K	Running Tricks	while running
Triple Low Spin	→ K+D → K	Hop Spin Kick	while running
Belly Flop	→ P+K+D	Running Jump Kick	while running
		Neck Slashing	close range to side

# GRACE

Single Beat	P	Knuckle Hammer	↑P
Dual Beat	PP	Jump Toe	↑-K
Triple Beat	PPP	Front Jump Toe	↗-K
Quad Beat	PPPP	Air Rolling Sawbutt	↑K
Yukon Beat	PPPPP	Air Dive	↑↘K
Wall Zap	moor wall	Front Air Kick	↑↘K
Beat Blackbuster	PPK	Back Air Kick	↑↘K
Beat High Kick	PK	Flare Toe	before landing ↑K
Beat Turn Lag	PKK	Flare Kick	before landing ↑↘K
Beat Low Spin	P↘K	Knuckle Hammer	↑P
Sit Beat	↓P	Samseoul Kick	↑K
Sit Beat Spin	↓PK	Coin	↑K
Black Slip	↘P	Hopping Kick	↑K
Tip Slip	↘↘P	Blade Cutter	before landing ↑↘K
Ice Lag	K	Wall Throw	close range P-D
Lag Beat	KP	Scratch Heart	close range P-D
Turn Lag	KK		facing wall
Yukon Lag	KKK	Shoulder Through	close range ↘↘P-D
Sit Camel	↓K	Ice Nemesis	close range ↘↘P-K-D
Blackbuster	↘K	Tag Hand Wall Crush	close range P-D
Blade Slash	↑-D ↓K		back to wall
Lag Launch	↘↘K	Back Soplex	close behind app. P-D
Camel Kick	↘K	Frankensteiner	close range ↘P-K-D
Camel Spin	↘KK		in mid-air
Camel Spin Cutter	↘KKK	Smart Dive	opponent down ↑P
Camel Spin High	↘K↘↘K	Spiral Kick	opponent down P
Black Ice	P-K	Turn Beat	opponent behind P
Cross Kick	K-D	Turn Double Beat	opponent behind PP
Cross Slip	K-DK	Turn Kick	opponent behind K
Cross Slip Launch	K-DKK	Spin Kick Turn	opponent behind ↑P
Cross Blade	K-D↘K	Low Turn Beat	opponent behind ↘P
Cross Blade Launch	K-D↘KK	Low Spin Kick Turn	opponent behind ↘K
Lang Axis	↘K-D	Running Beat	while running P
Lang Axis Turn	↘K-DK	Dash Blade	while running K
Sit Spin	↘K-D	Running Tackle	while running P-D
Sit Spin 2	↘K-DK	Dash Coin	while running K-D
Sit Spin 3	↘K-DKK	Sliding Kick	while running ↘K
Sit Spin 4	↘K-DKKK	Samseoul Kick	while running ↘K
Sit Spin 5	↘K-DKKKK	Shell Break Elbow	close range to side P-D
Knuckle Hammer	↑P		

# BAHN

Genkatsu	P	Chausouen Kick	↑K
Zogenkatsu	↓P	Side Kick	before landing ↑K
Hiji Teppou	↘P	Low Cut Kick	before landing ↑↘K
Choushou Kareita	→P	Middle Rolling Sawbutt	↘+K
Tatsu Hiji	↘P	Kahouage	close range P-D
Dau Hiji	↘↘P	Taschi	close range ↘P-D
Hiji Camba	↘↘↘P	Gekichupuan	close range ↘↘P-K-D
Hiji Tetsuzou	↘↘P↘↘P-K	Shin Iku	close range ↘↘P-D
Kenobi	↘P	Setano Dashi	close range P-D↘↘P-D
Dragon Upper	↘↘↘P	Drashigane	close range P-D
Double Dragon Upper	↘↘↘↘↘P		facing wall
Kanjo Hiji	↘↘P	Tag Hand Wall Crush	close range P-D
Jingi Gekikouha	↘↘P		back to wall
Kouhadan	↘↘↘P	Katsuben Wari	close behind app. P-D
Rakkou Hadan	↘↘↘P	Tekkou	opponent down ↑P
Rakkou Kouhadan	↘↘↘↘↘P	Tadame	opponent down ↘P
Ashige	K	Indou	opponent down ↘PP
Shito Ashige	↓K	Teiman Kick	opponent down ↘K
Yakuzu Kick	↘K	Turn Knuckle	opponent behind P
Saikou Ashige	↘↘K	Double Turn Knuckle	opponent behind PP
Tetsuzankou	↘↘↘P-K	Turn Kick	opponent behind K
Chauban	P-K-D	Spin Kick Turn	opponent behind ↑K
Knuckle Hammer	↑P	Low Turn Punch	opponent behind ↘P
Chausouen	↑K	Low Spin Kick Turn	opponent behind ↘K
Zenbi Sausen	↗K	Running Straight	while running P
Air Rolling Sawbutt	↑K	Running Tackle	while running P-D
Air Dive	↑↘K	Running Tetsuzankou	while running P-K
Front Air Kick	↑↘K	Running Knee	while running P
Back Air Kick	↑↘K	Sliding Kick	while running ↘K
Flare Toe	before landing ↑K	Map Spin Kick	while running ↑P
Flare Kick	before landing ↑↘K	Running Jump Kick	while running ↘K
Knuckle Hammer	↑P	Hiyou Fuchachou	close range to side P-D
Rolling Sawbutt	↑P		

# RAXEL

Job	P	Air Rolling Sawbutt	↑K
Light Spin	PP	Front Air Kick	↑↓K
Light Through	PPP	Back Air Kick	↑↓K
Light Through Squash	PPP	Flare Kick	↑↓K
Looks That Kill	PPK	Flare Toe	↑↓K
St Job	PK	Air Dive	↑↓K
Lightning Upper	↓P	Hopping Hammer	↑P
Elbow Cut	↓P	Somersault Kick	↑K
Knuckle Back Clow	↓PP	Rolling Sawbutt	↑K
Light Hand	↓PPP	Hopping Kick	↑K
Knuckle Clow Kick	↓PK	Leg Killer	↑↓K
Upper	↓P	Wall Throw	close range P+D
Double Upper	↓PP	Detroit Lockdown	close range ↑↓P+D
Guitar Thrust	↓P	Death Cannon	close range ↑↓P+D
Flying V	↓P	Dangerous Noise	close range ↑↓P+D
Flying Screw	↓PP	Wall Squash	close range P+D
High Kick	K	Tag Hand Wall Crush	close range P+D
Back Off Ditch	KX		
Low Side Kick	↓K	Death Drop	close behind app. P+D
Blackbuster	↓K	Flying Tack	opponent down ↑P
Standing High Kick	rising from crouch K	Guitar Crush	opponent down ↓P
Kick Away	↓K	Groepast	opponent down ↓P
Back Off Kick	→K	Spir Kick	opponent down ↓P
Middle Kick	↓K	Turn Punch	opponent behind P
Mater Crew	↓KP	Turn Punch Job	opponent behind PP
Low Spin Combo	↓KP ↓K+D	Turn Kick	opponent behind K
Death Spin Combo	↓KP ↓K+D	Spin Kick Turn	opponent behind ↓K
Sky Screamer	K+D	Low Turn Punch	opponent behind ↓P
Death Spin Kick	↓K+D	Low Spin Kick Turn	opponent behind ↓K
Death Spin Slash	↓K+D ↓K+X	Running Straight	while running P
Death Spin Roller	↓K+D ↓K+X	Running Tackle	while running P+D
	↓K+D ↓K+X	Running Knee	while running K
Sliding Kick	↓K+D	Sliding Kick	while running K
Jump Hammer	↑+P	Running Somersault	while running ↓K
Jump Hammer	↑P	Hop Spin Kick	while running ↑K
Jump Toe	↑+K	Running Jump Kick	while running ↓K
Front Jump Toe	↑K	Sliding Leg Scissors	close range to side P+D

# SANMAN

Sanman Punch	P	Hopping Kick	↑K
One-Two Punch	PP	Leg Breaker	before landing ↑↓K
Sanman Punch Kick	PK	Middle Rolling Sawbutt	↓K
One-Two Hammer	PPP	Sanman Ten Pin	close range P+D
One-Two Crush	PPP	Backbone Crack	close range ↑↓P+K+D
One-Two Hip	PPP	Overdrive	close range ↑↓P+D
Sanman Punch Upper	P ↓P	Full Overdrive	close range ↑↓P+D
Boost Kick	P ↓PK		
Low Punch	↓P	Final Overdrive	close range ↑↓P+D
Elbow Smash	↓P		
Power Knack	↓P		
Double Power Knack	↓PP		
Triple Power Knack	↓PPP	Beer Hug	close range ↑↓P+D
Sanman Upper	↓P	Elephant Hug	close range ↑↓P+D
Double Upper	↓PP	Giant Swing	close range ↑↓P+D
Double Upper Hip	↓PK	Pile Driver	close range ↑↓P+D
Jack Knife Throw	↓P+D		
Ignition Punch	↓P	Spark Scratch	close range P+D
Generator Punch	↓PP		
Fire Generator Punch	↓PPP	Sanman Bomb	close range ↑↓P+D
Atomic Generator Punch	↓PPPP		
Fusion Generator Punch	↓PPPPP	Power Hunting	close range ↑P+D
Power Hammer	↓P+K+D		
Round Trip Hammer Throw	↓P+K+D+P		
Double Power Hammer	↓P+K+D ↓P	Tag Hand Wall Crush	close range P+D
Sanman Kick	K		
Low Sanman Kick	↓K	Willy Drop	close behind app. P+D
Blackbuster	↓K	Max Trip	opponent down ↓P
Middle Sanman Kick	↓K		
Leg Throw	↓K+D	Giant Swing 2	opponent down near app. head ↑↓P+D
Hip Bomber	P+K+D		
Double Hip Bomber	P+K+D+K+D	Sitting Slam	opponent down near app. feet ↑P
Sky Burner	↑P	Megaton Stamp	opponent down ↓K
Knuckle Hammer	↑P	Turn Knuckle	opponent behind P
Jump Toe	↑K	Turn Knuckle Punch	opponent behind PP
Front Jump Toe	↑K	Turn Kick	opponent behind K
Hip Four	↑K	Spin Kick Turn	opponent behind ↑+K
Front Air Kick	↑K	Low Turn Punch	opponent behind ↓P
Back Air Kick	↑K	Low Spin Kick Turn	opponent behind ↓K
Rider Kick	before landing ↑K	Sanman Attack	while running P
Rider Toe	before landing ↑K	Running Hip Bomber	while running K
Air Dive	↑P	Sliding Kick	while running ↓K
Sanman Hammer	↑P	Hop Spin Kick	while running ↑+K
Rolling Sawbutt	↑K	Running Jump Kick	while running ↓K
		Full Face Crush	close range to side P+D

# JANE

Clap Knuckle	P	Rolling Sawburr	↑+K
Double Clap	PP	Hopping Kick	↑+K
Knuckle High Kick	PK	Low Cut Kick	↑+K
Combo Switch Upper	PKP	Clinch Punch	close range P+D
Triple Bash	PPP	Double Clinch Punch	close range P+DP
Combo Wall Scratch	PPP	Clinch Strike Knee	close range P+DK
Combo Lock Straight	PP+P	Clinch Knee	close range K+D
Double Clap Rush Kick	PPK	Fling Up Bamber	close range →P+D
Combo Raid Knee	PP→K	Brainbuster	close range →P+D
Low Spin Combo	PP→K	Clinch Knee Grab	close range →P+D
Low Knuckle	↓P	Super Combo Knee Launcher	close range →P+D
Low Knuckle Spin	↓PK	Wall Scratch	close range P+D
Black Straight	→P	Wall Strike Knee	close range facing wall K+D
Toss Upper	→P	Double Knee Wall Strike	close range facing wall K+DK+D
Rising Upper	→P	Tag Hand Wall Crush	close range back to wall P+D
Body Blow	→P	Breakneck Driver	close behind app. P+D
Dawn Smash	→PP	Tiger Suplex	close behind app. P+K+D
Power Smash	→PP	Knuckle Dive	opponent down →P
Two Hand Bash	→PP	Knuckle Bat	opponent down →K
Tornado Punch	→PP	Spit Kick	opponent behind P
Crowl Tornado Punch	→PP	Turn Knuckle	opponent behind K
Smart Kick	K	Turn Double Knuckle	opponent behind PP
Low Spin Kick	↓K	Spin Kick Turn	opponent behind ↑+K
Cat Knee	→K	Low Turn Knuckle	opponent behind →P
Middle Spin Kick	→K	Low Spin Kick Turn	opponent behind →K
Standing High Kick	↑+K	Running Knuckle	while running P
Knee Launcher	↓+K	Running Tackle	while running P+D
Low Spin Up	→K-DK	Running Knee	while running →K
Double Low Spin Kick	→K-DK	Sliding Kick	while running →K
Jump Hammer	↑P	Hop Spin Kick	while running →K
Thrust Punch Air	↑+P	Running Jump Kick	while running →K
Jump Toe	↑+K	Climb Wall	jump & touch wall ↑+P
Front Jump Toe	↑+K	Wall Dive	while climbing wall ↑+P
Air Rolling Sawburr	↑K	Nail Hold Drop	close range to side P+D
Front Air Kick	↑+K		
Back Air Kick	↑+K		
Air Dive	↑+K		
Flare Toe	before landing ↑K		
Flare Kick	before landing ↑K		
Jump Hammer	↑+P		

# Candy

Cat Snap	P	Flare Kick	before landing ↑+K
Cat Pat	PP	Knuckle Hammer	↑+P
Cat Scratch	PPP	Cat Samersault Kick	↑+K
Combo Cat Kick	PPPK	Rolling Sawburr	↑+K
Combo Low Kick	PPP→K	Hopping Kick	↑+K
Chain Reaction	PPP→K	Low Cut Kick	before landing ↑+K
Wall Zap	PPP	Middle Rolling Sawburr	→K+K
Snap High Kick	PKK	Wall Throw	close range P+D
Low Snap	↓P	Back Wall Throw	close range →P+D
Low Punch Low Kick	↓PK	Cat Wheel	close range →P+D
Black Slog	→P	Face Crusher	close range →P+D
Candy Swing	→P	Swallow Twister	close range →P+D
Candy One-Two	→PP	Candy DOT	close range →P+D
Candy Triple	→PPP	Vaulting Horse	close range →+P
Cat Slog	→PP	Back Wall Rush	close range facing wall P+D
Cat Upper	→P	Fork Through	close range →P+K+D
Cat Upper	→P	Tag Hand Wall Crush	close range back to wall P+D
Rising Cat Upper	→P	Back Suplex	close behind app. P+D
Cat Paw Swoop	→P	Tickle Tickle	close behind app. P+K+D
High Kick	K	Candy Aerial	both in mid-air →P+K+D
Low Kick	↓K	Spin Landing	opponent down →P
Double Low Kick	↓KK	Ei	opponent down →PP
Leg Beat	↓KK→P	Ei Ei	opponent down →PPP
Double Low Kick & Tip	↓KK→P	Ei Ei Ei	opponent down →PPPP
Low Leg Beat	↓KK→K	Ei Ei Ei Ei	opponent down →PPPPP
Toe Kick	↑+K	Spin Kick	opponent down →K
Toe Kick Scorpion	↑+K	Turn Snap	opponent behind P
Toe Kick Cat Heel	↑+K	Turn Double Snap	opponent behind PP
Toe Kick Cat Samersault	↑+K	Turn Kick	opponent behind K
Black Bomber	→K	Spin Kick Turn	opponent behind ↑+K
Scorpion Attack	→K	Low Turn Snap	opponent behind →P
Cat Tail	→K	Low Spin Kick Turn	opponent behind →K
Cat Tail High	→KK	Running Straight	while running P
Jack Knife Kick	K+D	Running Tackle	while running P+D
Cat Borrow	→K+D	Running Bootie Bat	while running P+K+D
Boatie Bat	P+K+D	Sliding Kick	while running →K
Double Boatie Bat	P+K+D	Running Cat Samersault	while running →K
Cat Hammer	↑+P	Hop Spin Kick	while running →K
Cat Hammer	↑+P	Running Jump Kick	while running →K
Jump Toe	↑+K	Climb Wall	jump & touch wall ↑+P
Front Jump Toe	↑+K	Wall Dive	while climbing wall ↑+P
Air Rolling Sawburr	↑K	Back Air Kick	→K
Air Dive	↑+K	Flare Toe	before landing ↑K
Front Air Kick	↑+K		
Back Air Kick	↑+K		
Flare Toe	before landing ↑K		

# PICKY

Boarder Punch	P	Flare Toe	before landing	↑ K
Double Boarder Punch	PP	Flare Kick	before landing	↑ ↓ K
Punch Coin	PK	Hopping Hammer		↑ +P
Combo Tail Kick	P ↓ K	Coin		↑ +K
Board Bash	PPP	Hopping Kick		↑ K
Wall Squash	near wall PPP	Flip Low Kick	while running	P+K-D ↓ K
One-Two Upper	PP+P	Low Cat Kick	before landing	↑ ↓ K
One-Two Coin	PPK	Wall Throw	close range	P-D
One-Two Knee	PP+K	Overhead Cannon	close range	↑ +P-D
Combo Skipping Knee	PP+KK	Fark Through	close range	↓ P+K-D
One-Two Kick	PP ↓ K	Fark Through Kick	close range	↓ P+K-D ↓ K
Combo Toe & High Kick	PP ↓ KK	Wall Rush	close range	P-D
Low Punch	↓ P	Dead End Double Knee	close range	↑ +K
Low Punch Tail Kick	↓ PK ↓ K	Tag Hand Wall Crush	close range	P-D
Block Upper	↑ P	Back Suplex	close behind opp.	P+D
Upper	↑ P	Flying Head Scissors	close range	↓ P+K-D
Upper High Spin	↑ PK		in mid-air	↑ P+K-D
Upper Middle Spin	↑ P+K	Air Grab	opponent down	↑ +P
Board Slip	↑ +P+P	Flying Dolphin Attack	opponent down	↓ P
Overhead Board Bash	↑ +D ↓ P	Head Bash	opponent down	↓ K
Standing Knee	K	Fart Stamp	opponent down	↓ KK
Knee & High Spin	KK	Double Stamp	opponent down	↓ KKK
Tail Kick	↓ K	Triple Stamp	opponent down	P
Block Knee	↑ K	Torn Punch	opponent behind	P
Step Knee	↑ K	Torn Double Punch	opponent behind	P
Toe Kick	↓ K	Torn Kick	opponent behind	K
Toe & High Kick	↓ KK	Spin Kick Turn	opponent behind	↑ +K
Heel Drop	↓ KK-D	Low Turn Punch	opponent behind	↑ P
Low Spin Kick	↑ K-D	Low Spin Kick Turn	opponent behind	↓ K
Heel Drop 2	↑ +D ↓ K	Running Board Slip	while running	P
Middle Spin Kick	↑ K	Running Knee	while running	K
High Spin Kick	↑ ↓ +K	Sliding Kick	while running	↓ K
Rocket Missile	back to wall K-D	Flip Kick 1	while running	↓ KK
Hopping Knee	↑ K	Flip Low Kick	while running	↓ K ↓ K
Skipping Knee	↑ +K-D	Dash Air	while running	P+K-D
Jump Hammer	↑ +P	Flip Kick 2	while running	P+K-DK
Hopping Hammer	↑ P	Climb Wall	jump & touch wall	↑ +P
Jump Toe	↑ +K	Wall Dive	while climbing wall	↑ +P
Front Jump Toe	↑ +K	Shell Break Elbow	close range to side	P-D
Air Rolling Sawbutt	↑ K			
Front Air Kick	↑ +K			
Back Air Kick	↑ +K			
Hatch	↑ ↓ K			

# Mahler

Strang Fist	P	Jump Toe	↑ +K
Extreme Blow	PP	Front Jump Toe	↑ +K
Blow Combo + Upper	PPP	Air Rolling Sawbutt	↑ K
Blow Combo + High Kick	PPK	Front Air Kick	↑ ↓ K
Blow Combo + Low Spin	PP ↓ K	Air Dive	↑ ↓ K
Fist & High Kick	PK	Back Air Kick	↑ +K
Combo + Switch Upper	KP	Flare Toe	before landing ↑ K
Low Fist	↓ P	Jump Hammer	↑ +P
Low Fist Spin	↓ PK	Flare Kick	before landing ↑ ↓ K
Blow Combo + Straight	PP+P	Rolling Sawbutt	↑ +K
Extreme + Death Prelude	PP+PK	Hopping Kick	before landing ↑ K
Extreme + Death Symphony	PP+KP	Low Cut Kick	before landing ↑ ↓ K
Blow Combo + Double High Kick	PP+KK	Wall Throw	close range P-D
Extreme + Death Requiem	PP+KP+P	Brainbuster	close range ↑ P-D
Extreme + Death Finale	PP+KP+P+P	Block Rainbow	close range ↑ +P-D
Strang Upper	↑ P	Wall Blaster	close range P-D
Stomach Blow	↑ P	Wall Axel	close range P-D
Blow & Fist	↑ +P		back to wall
Gust of Rage	↑ +P	German Suplex	close behind opp. P-D
Hurricane Punch	↑ +P	Black Hole	both in mid-air ↑ P+K-D
Strang High Kick	K	Wrecking Dive	opponent down ↑ +K
High & Side Kick	KK	Strike Stamp	opponent down ↓ K
High Kick & Fist	KP	Turn Fist	opponent behind PP
Axel Roll	↑ K	Turn Double Fist	opponent behind K
Revelation One	↑ K	Turn High Kick	opponent behind ↓ P
High & Double Axel	↑ KK	Low Turn Fist	opponent behind ↓ P
Middle & Double Axel	↑ K+K	Spin Kick Turn	opponent behind ↓ K
Low Double Axel	↑ K ↓ K	Low Spin Kick Turn	opponent behind ↓ K
Strang Knee	↑ K	Running Straight	while running P
Low Shot	↑ K	Running Tackle	while running P-D
Low Shot + Axel	↑ KK	Running Knee	while running K
Low Shot + Blow	↑ KKP	Sliding Kick	while running ↑ +K
Low Shot + Dark Prelude	↑ KKP	Running Jump Kick	while running ↑ +K
Revolution	↑ K-D	Climb Wall	jump & touch wall ↑ +P
High + Double Revolution	↑ K-DK	Wall Dive	while climbing wall ↑ +P
Low + Double Revolution	↑ K-D ↓ K	Disorientable Blow	close range to side P-D
Thrust Punch Air	↑ +P		
Jump Hammer	↑ P		

# B.M.

Strong Fist	P
Extreme Blow	PP
Blow Combo • Upper	PPP
Blow Combo • High Kick	PPK
Fist • High Kick	PK
Combo • Switch Upper	PKP
Blow Combo • Straight	PP→P
Extreme • Death Prelude	PP→K
Extreme • Double High Kick	PP→KK
Extreme • Death Symphony	PP→KP
Extreme • Death Requiem	PP→KP→P
Extreme • Death Finale	PP→KP→P→P→P→P
Blow Combo • Low Spin	PP→K
Low Fist	↓P
Low Fist Spin	↓PK
Strong High Kick	K
High Kick & Fist	KP
High & Side Kick	KK
Revelation One	→K
Stomach Blow	→P
Blow & Fist	→PP
Black Straight	→P
Gust of Rage	→→→P
Hurricane Punch	→→→→P
Strong Knee	→K
Axial Roll	→K
Blackbuster	→K
Black Knee	→K→D
Ankle Fall	→→→K
Ankle Cross	→→→KK
Cross Destruction	→→→KKP
Revolution	→K→D
High • Double Revelation	→K→DK
Low • Double Revelation	→K→D→K
Low Shot	→K
Low Shot • Axel	→KK
Low Shot • Blow	→KKP
Low Shot • Dark Prelude	→KKPP
Jump Hammer	→P

Rolling Sawbult	→+K
Hopping Kick	→K
Low Cut Kick	→→K
Thrust Punch Air	→+P
Jump Toe	→+K
Front Jump Toe	→K
Air Rolling Sawbult	→K
Air Dive	→→K
Jump Hammer	→P
Front Air Kick	→→K
Back Air Kick	→→K
Flare Toe	before landing →K
Flare Kick	before landing →→K
Wall Throw	close range P→D
German Suplex	close behind app. P→D
Wall Axel	close range back to wall P→D
Wall Blaster	close range facing wall P→D
Brainbuster	close range →P→D
Black Rainbow	close range →→→P→D
Spit Kick	opponent down →K
Wrecking Dive	opponent down →P
Turn Fist	opponent behind PP
Turn Double Fist	opponent behind K
Turn High Kick	opponent behind →P
Low Turn Fist	opponent behind →PK
Low Turn Flat Spin	opponent behind →K
Low Spin Kick Turn	opponent behind →K
Spin Kick Turn	opponent behind →K
Running Straight	while running P
Running Toe	while running P→D
Running Knee	while running K
Sliding Kick	while running →K
Running Sawbult	while running →K
Running Jump Kick	while running →K
Climb Wall	jump & touch wall →P
Wall Dive	while climbing wall →P
Disturbable Blow	close range to side P→D

# KUMACHAN

Bom	P
Bom-Bom	PP
Bom-Bom-Bom	PPP
Bing Bom Bom	PPP
Soliman Lover (Bambao Lover)	PK
Barrel	P→P
Sidley Barrel	P→PP
Happy Barrel	P→P→P→D
Kumade	→P
Culeran	→P
Fan An	→PP
Datamuse Royal	→PPP
President Rhoady	→PPPP
Canyon Laurel	→PPPPPP
Six Panzers	→PPPPPP
Death Standard	→PPPPPP
Ox Attack	→→→
Span Club	→P
Span Span Club	→PP
Punch 2001	→P
Yran	→→P
Yan-Yan	→→PP
Yan-Yan-Yan	→→PPP
Hella Tach	→P
Head-on	↓P
Kuma Kick	K
Hama-chan	→K
Kick 2001	→K
Dri-chen	→K
Glass Hansel	→P→K→D
Soliman Hunting	→P→K→D→P
Double Hansel	→P→K→D→P
Good Night!	→P→K
Sawbult • Sapphire	→K
Sawbult • Diamond	→K
Kumachan 93 & 1/3	→K
Kumachan 45	→→K
Flying Kuma	→+P
Climb and Kick	→+K
Front Climb and Kick	→+K
Kuma Orashi	→K
Hachi	→→K
Kuma Play	→→P
Guru-Guru Q	→→K
Rotten Kuma	→→K
Kuma Poko	before landing →K

Hechan!	before landing →→K
Yamagoya Throw	close range P→D
Lava Parade	close range P→D
Kuma Orashi	close range P→D
Kumachan Trick	close behind app. P→D
Kiss the Future	close range →P→D
	opponent crouching facing wall
Wild Animal	close range →P→D
Bucking Bear	close range →→→P→K→D
Bear Hug	close range →→→D
Killer Kuma Beast	close range →→→→→→→→→→
Hungry Bear Special	close range →→→→→→→→→→
Way of the Wild	close range →→→→→→→→→→
Naughty Bear	close range →→→→→→→→→→
Big Beast Attack	close range →→→→→→→→→→
Wild Thing	close range →→→→→→→→→→
Super Washington Treaty	close range →→→→→→→→→→
Playing Dead	opponent down near opp. head →→→→
Earthquake	opponent down →K
Bullseye Fall	opponent down →+K
Poachy Punch	opponent behind P
Poachy-Poachy Punch	opponent behind PP
Poachy Punch Remix	opponent behind →P
Poachy Kick	opponent behind K
Poachy Add Kick	opponent behind →K
Eachday let us fight	opponent behind →+P
Assault Kuma	while running P
Assault Kuma Tackle	while running P→D
Violent Assault Kuma	while running K
Sliding Assault Kuma	while running →+K
Assault Nobori Kuma	while running →K
Assault Nobori Guerrilla	while running →+K
Ultra Violent Kuma	P→K→D
Unbearable Assault	→→→→→→→→→→

## Megamix Credits

### Production:

**Producer:** Steve Hutchins  
**Associate Producer:** Michael S. Jablann  
**Lead Tester:** Abe Navarra  
**Assistant Lead Testers:** Michael Dobbins  
 Rick Greer  
 Marcus Mantgamery  
 Ferdinand Villar  
 Peter Young

### Marketing:

**Marketing Manager:** Anne Maellering  
**Product Manager:** Kristin McClaskey  
**Product Specialist:** Mark Subatnick  
**Packaging:** Bob Schanfisch  
**Manual:** Daug Sipp

### Special Thanks To:

Geraldine Dessimaz, Ryaichi Hasegawa, Jason Kua,  
 Mike Needham, Michael Parker, Eileen Sacman,  
 Undyne Stafford, Bernie Stalar, Shuji Utsumi and the  
 Seedy Crew

### And The SOA Software Test Department:

Nicolas J. Azizan, Elton Brown, Dennis Cheng, Joseph Damon,  
 Jahn Diamanan, Ty Jahnsan, Jeff Junia, Lloyd Kinashita,  
 Dennis Lee, Chris Lucich, Grant Luke, Tany Lynch, Mark  
 McCunney, Larne Miller, Tadd Slepian, Fernando Valderrama,  
 Paulita Villatuya

## LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:  
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:  
1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

### REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

### LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.